£1.15 • No. 57 • 4th AUGUST 1995 • UK's OFFICIAL SEGA COMIC • EVERY FORTNIGHT •

INSIDE -

METALLIX PIN-UP!

JUDGE DREDD REVIEW

Sonic the comic

NEW SONIC STORY-

HE'S BIG! HE'S BAD!

HE'S MEKANIK!

KNUCKLES!

SPARKSTER!

KID CHAMELEON!

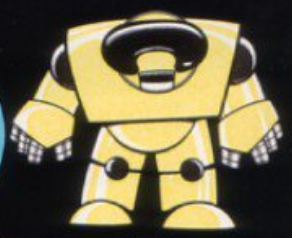
WIN!

20 SKITTLES® PACKS OF-

- WRISTWATCHES!
- SCRATCH 'N' SNIFF T-SHIRTS!
- SWEETS!

EP SEGA Archive

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Can it really be two weeks since we last made contact? Must be the heat(?) that's singeing my memory circuits. Talking of which, lie back and bask in the contents of this issue ...

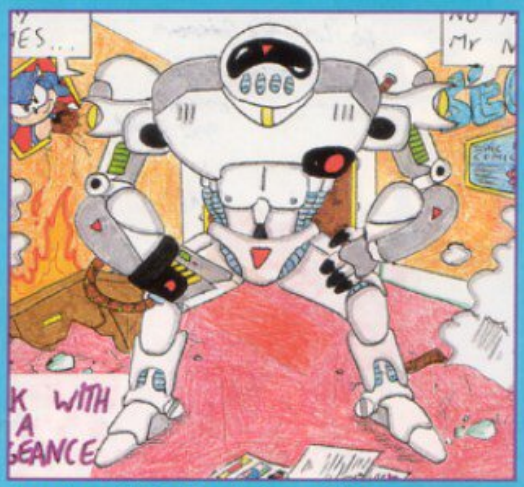
The Cybernik returns in the start of a h-u-g-e new **Sonic** story, **The Rampage of Mekanik**. There's more **Kid Chameleon** adventures, plus another pulse-racing episode of **Knuckles**, not forgetting that gallant of Rocket Knights, **Sparkster**. Courtesy of Mars Confectionery, there's a fruity **Skittles® Competition** for you to get your teeth into, oh, and clear your walls for a mean **Metallix Pin-Up** in the centre pages.

What's sleek, slick and Sega-sational (who said me?). Well, so is the new-look next issue. It costs an extra 5p, but it's packed with goodies, including a **Sonic Note Pad**, a **Mega Drive 32X Compo**, and a double page **Super Sonic Pin-up**. There's also a boost for techno Boomers who'll be able to send in letters and drawings on Electronic 'E' Mail! Better fill in your Reservation Coupon and order your copy. Gotta go, those lazy humes keep dripping ice cream over my circuits!

Megadroid

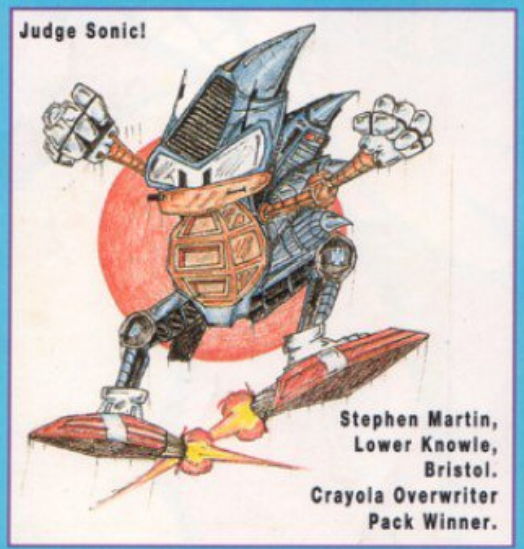
MEGA DREDD!

Drokk press, Boomers! Crime fighting lawman of the future and **2000AD** comic strip hero, **Judge Dredd**, comes alive on the cinema screens on **July 21st.** But hey, he isn't the only tough talking, baddie basher around ...



Gary Zammit, Southend, Essex. MD owner. Crayola Overwriter Pack Winner.

Judge Sonic!



Stephen Martin, Lower Knowle, Bristol. Crayola Overwriter Pack Winner.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up | down | non mover | re-entry | new entry

CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	new	THEME PARK
2	▼	BRIAN LARA CRICKET
3	▲	RUGBY WORLD CUP 1995
4	▼	WINTER OLYMPICS
5	▼	FIFA SOCCER '95
6	▲	ROAD RASH 3
7	▼	TOEJAM AND EARL 2
8	▼	PGA EUROPEAN TOUR GOLF
9	RE	MICRO MACHINES 2
10	RE	PETE SAMPRAS TENNIS

MEGA-CD

1	▲	MICKEY MANIA
2	▼	WORLD CUP USA '94
3	▲	FIFA INTERNATIONAL SOCCER
4	▲	REBEL ASSAULT
5	—	BRUTAL: PAWS OF FURY
6	▲	SNATCHER
7	▲	SEGA CLASSICS
8	▼	GROUND ZERO TEXAS
9	new	STAR WARS CHESS
10	RE	ECCO THE DOLPHIN

MASTER SYSTEM

1	▲	WINTER OLYMPICS
2	▼	BRAM STOKER'S DRACULA
3	▲	COOL SPOT
4	▼	ROAD RASH
5	—	SONIC THE HEDGEHOG 2
6	▲	DESERT SPEED TRAP
7	▲	STAR WARS
8	▼	SENSIBLE SOCCER
9	RE	DESERT STRIKE
10	—	ROBOCOP V TERMINATOR

GAME GEAR

1	▲	SONIC THE HEDGEHOG 2
2	▼	WINTER OLYMPICS
3	▼	JAMES POND 2 - ROBOCOD
4	▲	PGA TOUR GOLF 2
5	RE	ROAD RASH
6	RE	SONIC CHAOS
7	new	DRAGON: THE BRUCE LEE STORY
8	—	F15 STRIKE EAGLE 2
9	—	BATMAN RETURNS
10	▼	MORTAL KOMBAT 2

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Carl Flint
- **Publisher:** Rob McMenemy

Published every other Saturday by Fleetway Editions Ltd., 25/31 Tavistock Place, London WC1H 9SU. Tel: 0171 344 6400. Sonic the Comic must not be sold for more than the selling price shown on the cover. Printed in Britain by William Gibbons & Sons Ltd., Willenhall, West Midlands. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London.

Copyright © Fleetway Editions Ltd., 1995. Copyright © Sega Enterprises Ltd., licensed by Copyright Promotions Ltd. Reproduction without permission strictly prohibited. Sparkster™ copyright © Konami Co. Ltd. 1994. Reproduction without permission strictly prohibited.

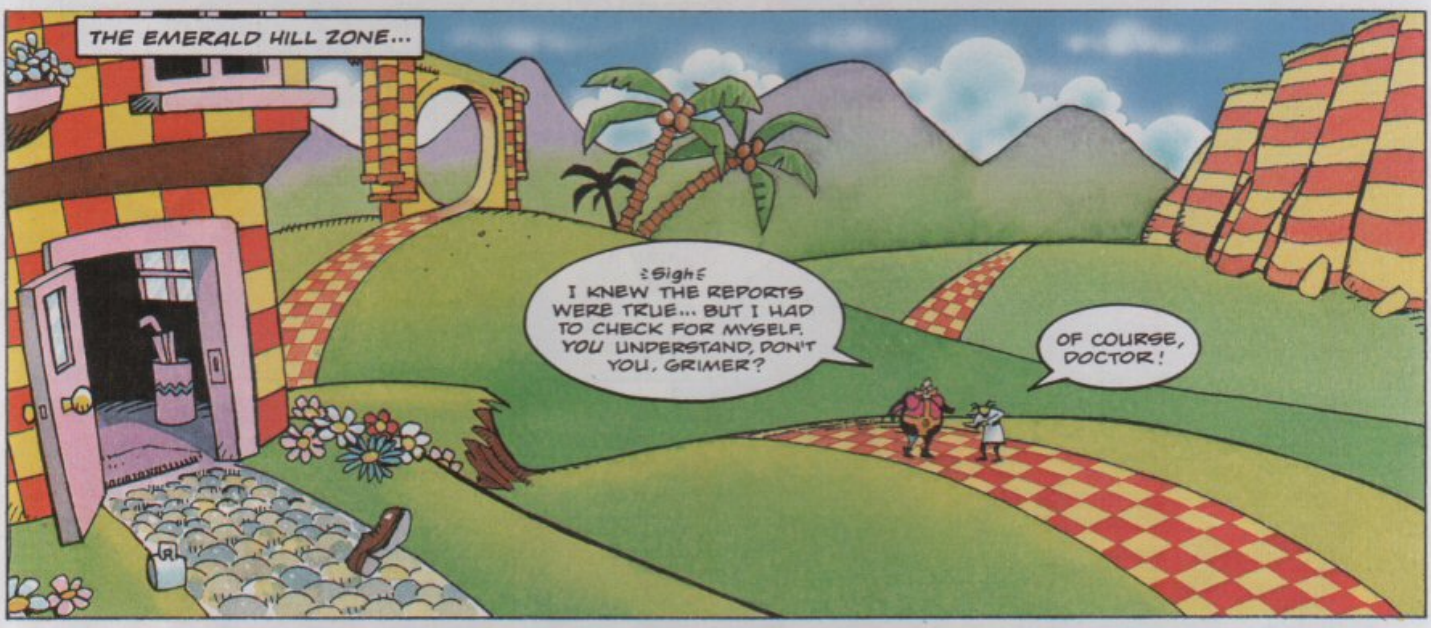
Distributed by Seymour, Windsor House, 1270 London Road, Norbury, London SW16 4DH. Tel: 0181 685 2034 (Customer Services). Production: Sarah Colley. Advertising: Tom Glenister, Tel: 0171 344 6410. ISSN 0969 3041.

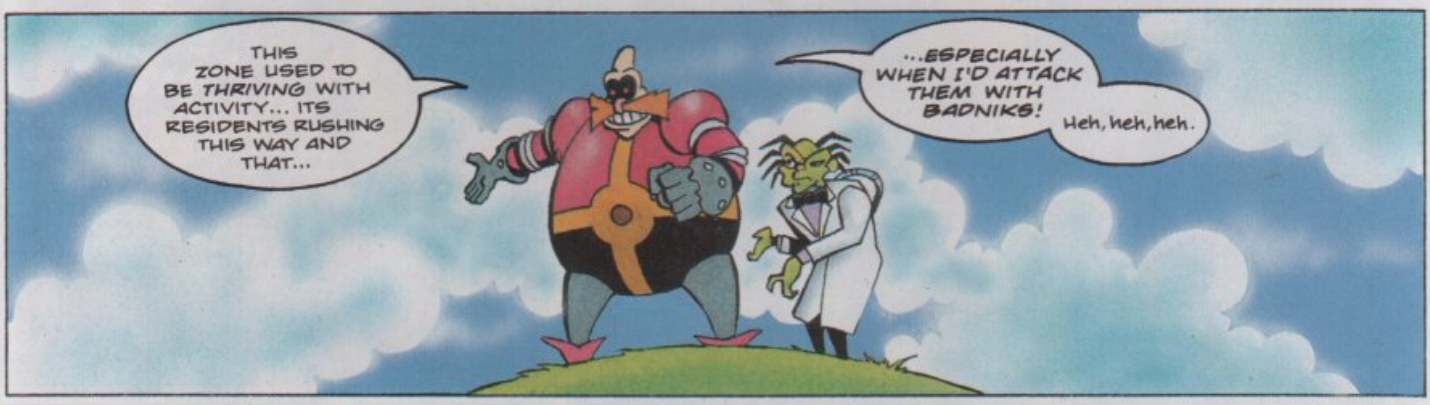
SONIC THE HEDGEHOG™

The Rampage of Mekanik

PART 1

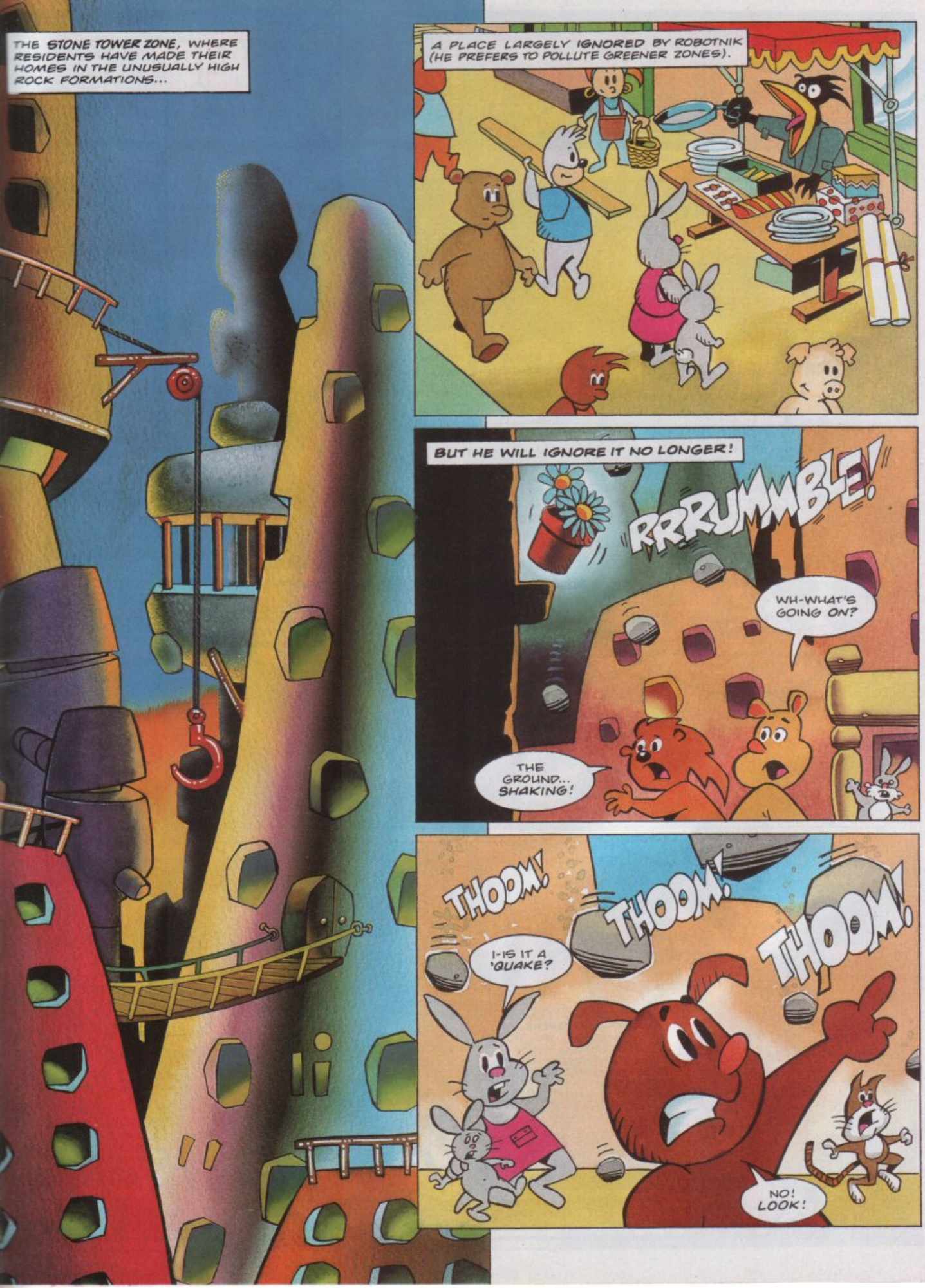
Script: LEW STRINGER
Art: NIGEL KITCHING/ JOHN BURNS
Lettering: ELITTA FELL

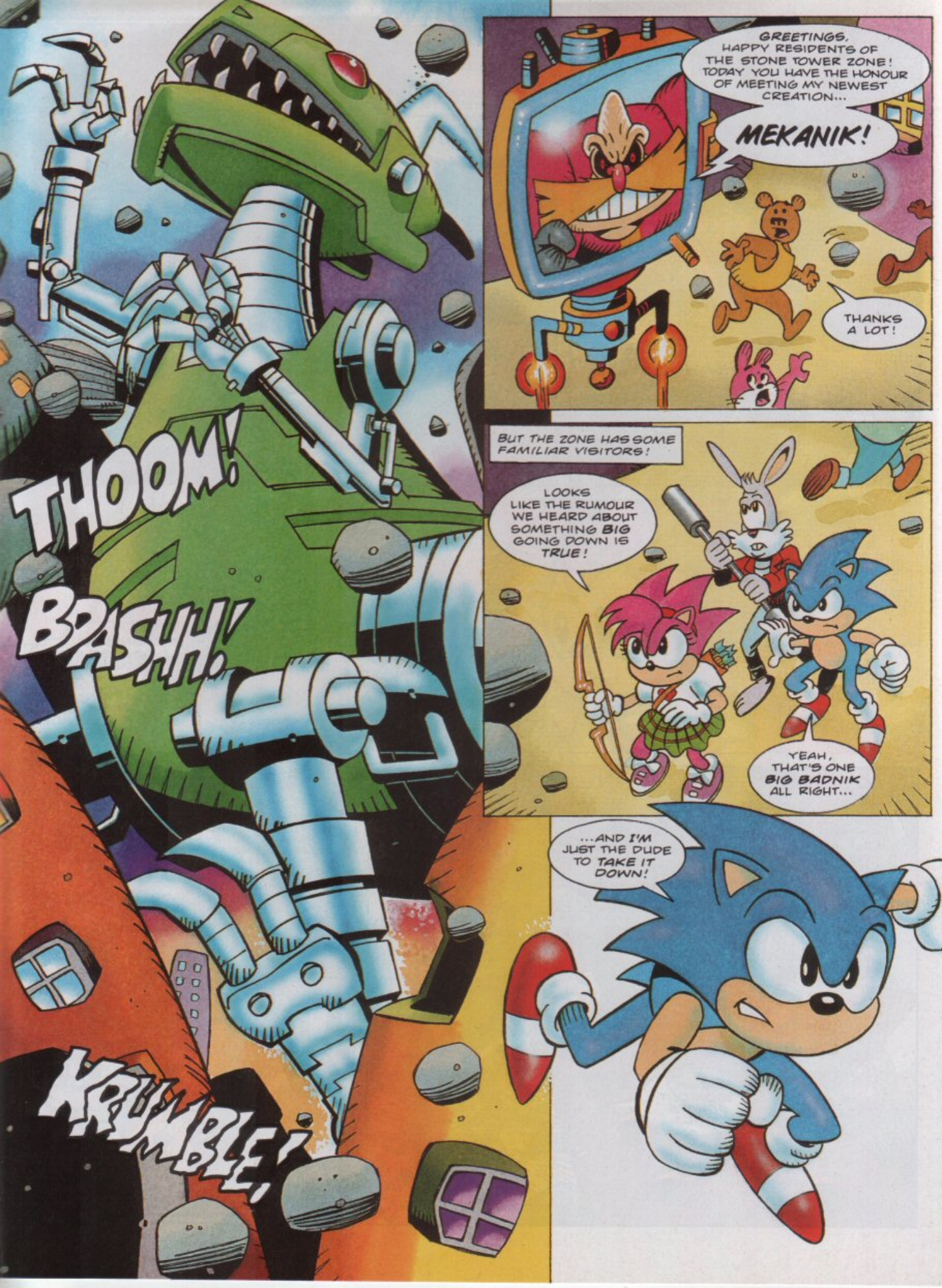

THE EMERALD HILL ZONE...
Sigh
I KNEW THE REPORTS WERE TRUE... BUT I HAD TO CHECK FOR MYSELF. YOU UNDERSTAND, DON'T YOU, GRIMER?
OF COURSE, DOCTOR!

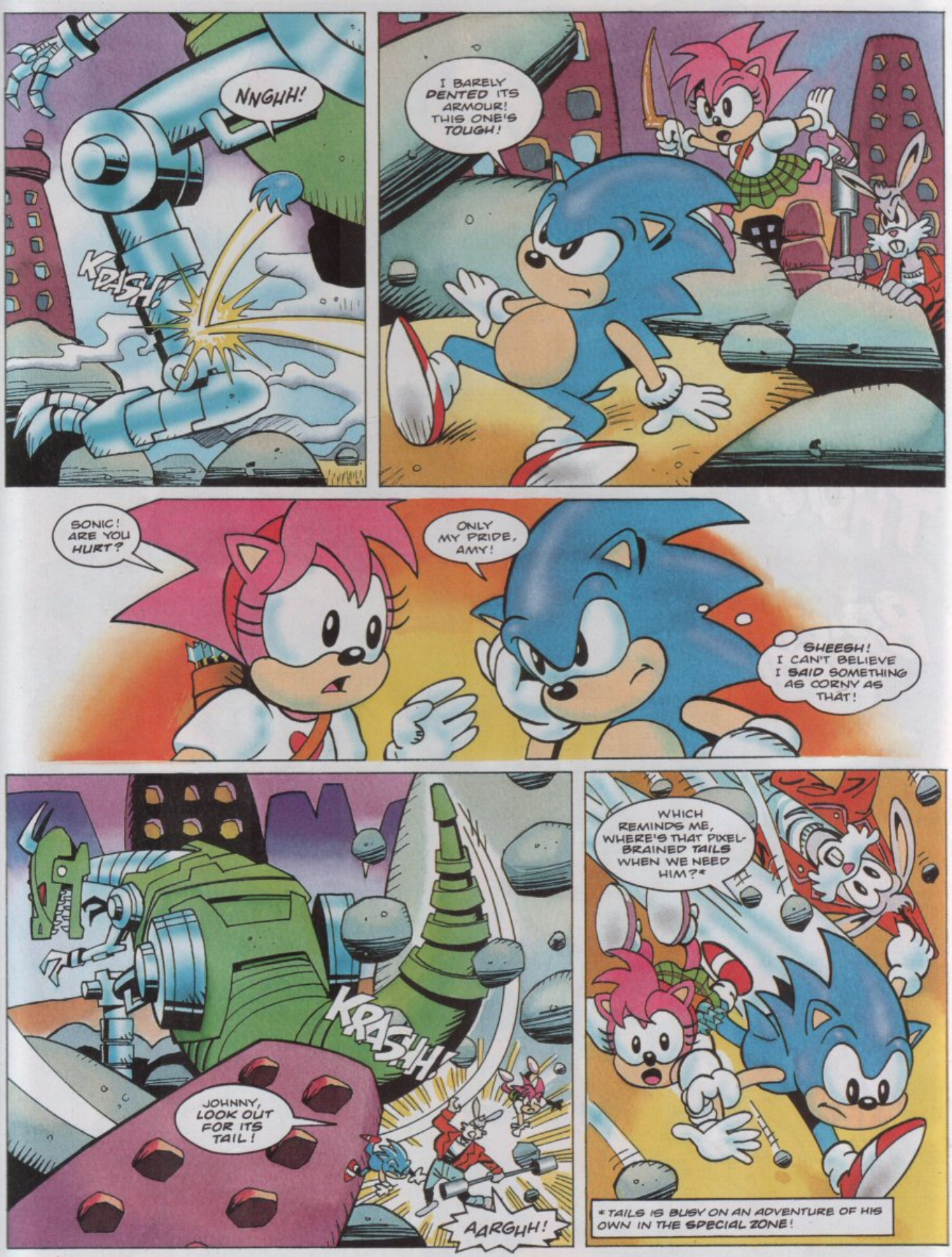

THIS ZONE USED TO BE THRIVING WITH ACTIVITY... ITS RESIDENTS RUSHING THIS WAY AND THAT...
...ESPECIALLY WHEN I'D ATTACK THEM WITH BADNIKS!
Heh, heh, heh.

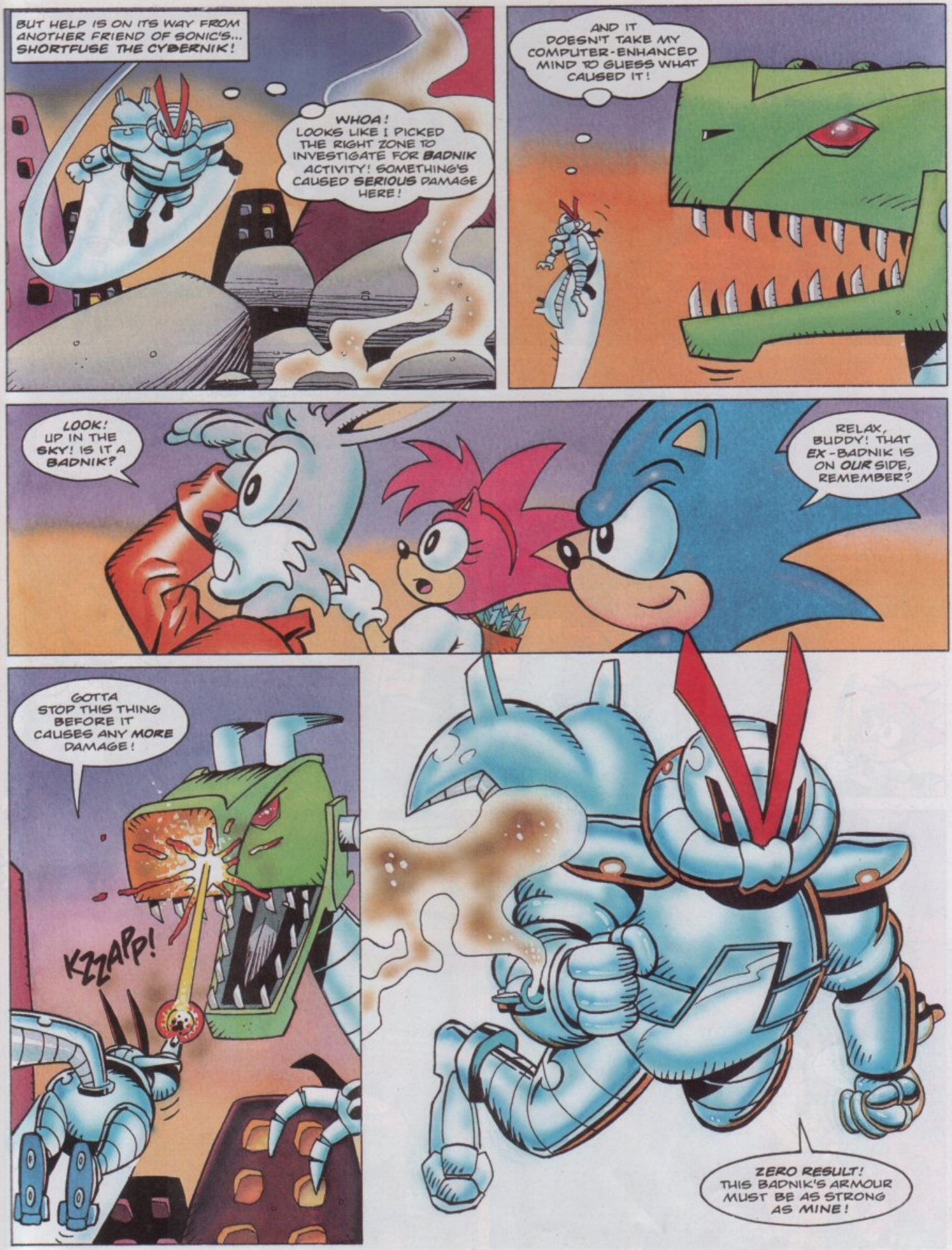
BUT THEN SONIC HAD TO GO AND SPOIL EVERYTHING BY LEADING THEM AWAY TO A SECRET LOCATION!*
* THEY'RE ON THE FLOATING ISLAND, BUT DON'T TELL ROBOTNIK!

NEVER MIND, SIR! YOU STILL HAVE PLENTY OF OTHER ZONES TO BRING CHAOS AND DISORDER TO!
YOU'RE RIGHT, GRIMER! TIME I STOPPED FEELING SORRY FOR MYSELF AND DID SOMETHING DESTRUCTIVE!

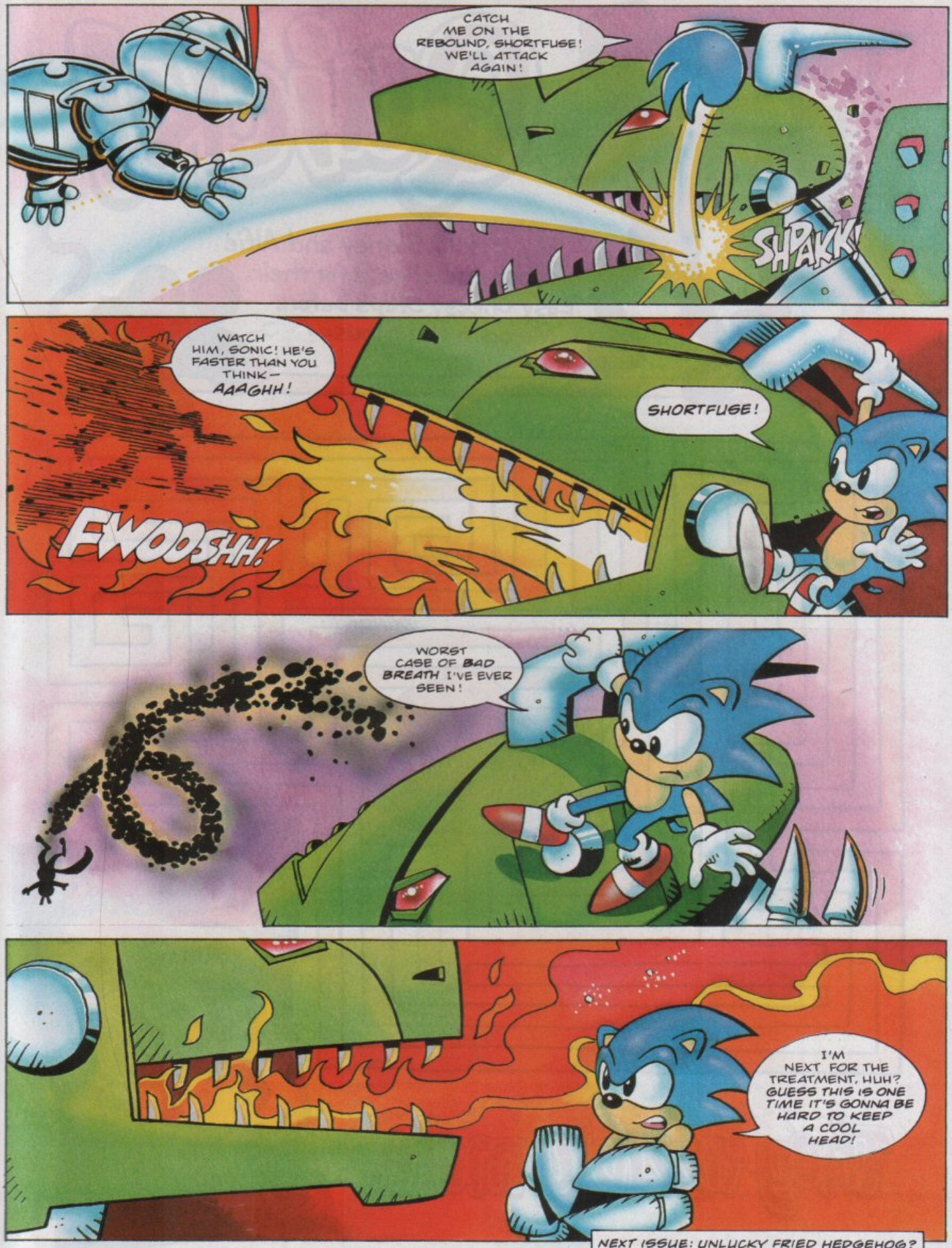

THE STONE TOWER ZONE, WHERE RESIDENTS HAVE MADE THEIR HOMES IN THE UNUSUALLY HIGH ROCK FORMATIONS...
A PLACE LARGELY IGNORED BY ROBOTNIK (HE PREFERS TO POLLUTE GREENER ZONES).
BUT HE WILL IGNORE IT NO LONGER!
RRRUMMBLE!
WH-WHAT'S GOING ON?
THE GROUND... SHAKING!
THOOM!
THOOM!
THOOM!
I-IS IT A 'QUAKE?
NO! LOOK!


THOOM!
BDASHH!
KRUMBLE!
GREETINGS, HAPPY RESIDENTS OF THE STONE TOWER ZONE! TODAY YOU HAVE THE HONOUR OF MEETING MY NEWEST CREATION...
MEKANIK!
THANKS A LOT!
BUT THE ZONE HAS SOME FAMILIAR VISITORS!
LOOKS LIKE THE RUMOUR WE HEARD ABOUT SOMETHING BIG GOING DOWN IS TRUE!
YEAH, THAT'S ONE BIG BADNIK ALL RIGHT...
...AND I'M JUST THE DUDE TO TAKE IT DOWN!


NNGHH!
KRASH!
I BARELY DENTED ITS ARMOUR! THIS ONE'S TOUGH!
SONIC! ARE YOU HURT?
ONLY MY PRIDE, AMY!
SHEESH! I CAN'T BELIEVE I SAID SOMETHING AS CORNY AS THAT!
KRASH!
JOHNNY, LOOK OUT FOR ITS TAIL!
AARGHH!
WHICH REMINDS ME, WHERE'S THAT PIXEL-BRAINED TAILS WHEN WE NEED HIM?*
*TAILS IS BUSY ON AN ADVENTURE OF HIS OWN IN THE SPECIAL ZONE!


BUT HELP IS ON ITS WAY FROM ANOTHER FRIEND OF SONIC'S... SHORTFUSE THE CYBERNIK!
WHOA! LOOKS LIKE I PICKED THE RIGHT ZONE TO INVESTIGATE FOR BADNIK ACTIVITY! SOMETHING'S CAUSED SERIOUS DAMAGE HERE!
AND IT DOESN'T TAKE MY COMPUTER-ENHANCED MIND TO GUESS WHAT CAUSED IT!
LOOK! UP IN THE SKY! IS IT A BADNIK?
RELAX, BUDDY! THAT EX-BADNIK IS ON OUR SIDE, REMEMBER?
GOTTA STOP THIS THING BEFORE IT CAUSES ANY MORE DAMAGE!
KZZAPP!
ZERO RESULT! THIS BADNIK'S ARMOUR MUST BE AS STRONG AS MINE!

LOOKS LIKE WE NEED TO WORK TOGETHER ON THIS ONE, SONIC!
JUST AS LONG AS I GET TOP BILLING, PAL!
AMY, YOU AND JOHNNY DISTRACT MEKANIK WHILE WE ATTACK FROM ABOVE!
EASIER SAID THAN DONE! HOW DO WE DISTRACT SOMETHING THAT BIG?
MAYBE IF I CAN FIRE A BOLT IN A SPACE BETWEEN ITS ARMOUR...
GOTCHA!
FWISHH!
RRAAGH!
AMY DID IT! OKAY, SHORTFUSE, LET'S GIVE THIS DUDE A HEADACHE!


CATCH ME ON THE REBOUND, SHORTFUSE! WE'LL ATTACK AGAIN!
SHPAKK!
WATCH HIM, SONIC! HE'S FASTER THAN YOU THINK— AAAGHH!
SHORTFUSE!
FWOOSHH!
WORST CASE OF BAD BREATH I'VE EVER SEEN!
I'M NEXT FOR THE TREATMENT, HUH? GUESS THIS IS ONE TIME IT'S GONNA BE HARD TO KEEP A COOL HEAD!
NEXT ISSUE: UNLUCKY FRIED HEDGEHOG?

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewers:
Jenny Fromer & David Gibbon

JUDGE DREDD

game type: PLATFORM/ ADVENTURE
1 PLAYER

MD
Mega Drive

WARNING: THIS GAME IS NOT SUITABLE FOR YOUNGER READERS. CHECK RATING BEFORE YOU BUY.

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

The year is 2139 AD, the population is living in soulless City Blocks and futuristic gang warfare is rampant. Order is now maintained by ruthless Judges, and you, Judge Dredd, find yourself being hunted down by the Law. Your mission is to restore justice to Mega-City One. To do this you must take on the menacing Dark Judges who seek to combat crime by destroying the living.

Based on the famous *2000AD* comic character and the new movie, Judge Dredd is a large game that covers twelve levels, each with a primary and secondary objective for you to meet. As Judge Dredd you will be sent on regular missions by the Council Members. These missions include reaching computer terminals to gather information and shutting down the power system in the local penal colony to foil escaping prisoners. It is these assignments and the fact that you can disarm enemies rather than just blasting them (although this is always an option), that makes the game so involving.

Be warned though, **Judge Dredd** is a game that requires careful strategy. I discovered to my cost that by wasting missiles on the early levels I was ill-equipped defensively to defeat the later, more difficult, bosses. Any complaints are minor, although the level where Judge Dredd has to escape the Judge Hunters on a Lawmaster motorcycle seems a bit old hat.

That said, **Judge Dredd** is an involving game with good plot variation and large levels to roam in all directions. The degree of challenge is just right to keep you hooked and eagerly anticipating the next stage. Graphics are well drawn but somewhat familiar, while the eerie music creates a suitably chilling futuristic mood. As a movie tie-in **Judge Dredd** stands out well from the crowd. The fact that it also contains some of the best parts of the comic character can only be considered a bonus - JF

Special note: If you'd like to see more of Judge Dredd in brand new comic strip action, don't miss, Judge Dredd, Lawman Of The Future, on sale at all good newsagents!

FAST FAX

PUBLISHER: ACCLAIM
PRICE: SEE STOCKIST

GRAPHICS 82
SOUND 82
PLAYABILITY 86

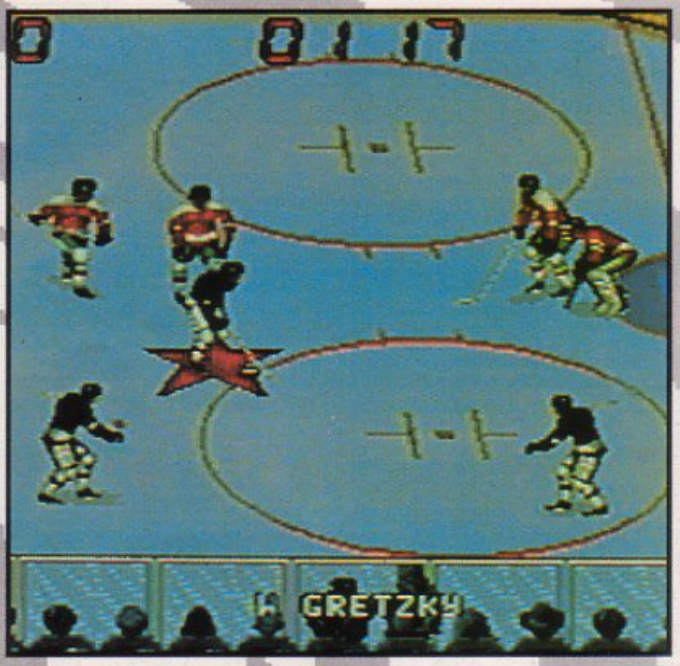
RAVES: Good plot variation.
GRAVES: Long way between passwords.

OVERALL 87%

WAYNE GRETSKY AND THE NHLPA ALL STARS

MD
Mega Drive

game type: SPORTS
1-4 PLAYERS



We've witnessed Electronic Arts dominate this sport with their series of *NHL Ice Hockey* games, but on this occasion Time Warner have come up trumps by signing Wayne Gretzky, the number one U.S. scorer.

At the start of play you're offered options ranging from playing exhibition matches, a straight game, practises, tournament or full season.

Editing stats allows you to do everything from looking at each player's ratings to trading players with other teams. Changing the settings gives you several options which include selecting the match time to choosing one of four play modes. Four distinct play modes are included which vary the play from the rules to playing a 'street' version of ice hockey.

Over 600 actual NHLPA players are featured in the game, together with 26 North American teams and six international all-star teams. Once you've selected your team(s) you are ready to hit off!

There's a superior quality of graphics compared to other ice hockey games; Time Warner claim they are twenty per cent larger! There is plenty of animation with good attention to detail with incredible player movement.

Wayne Gretsky and the NHLPA All Stars is fast, competitive with slices of beat 'em-up action thrown in for fun! The multi-player game provides the most excitement, but unfortunately this is only an option with the exhibition matches (perhaps Time Warner will update this feature in a future release?). That said, this a great buy. - DG

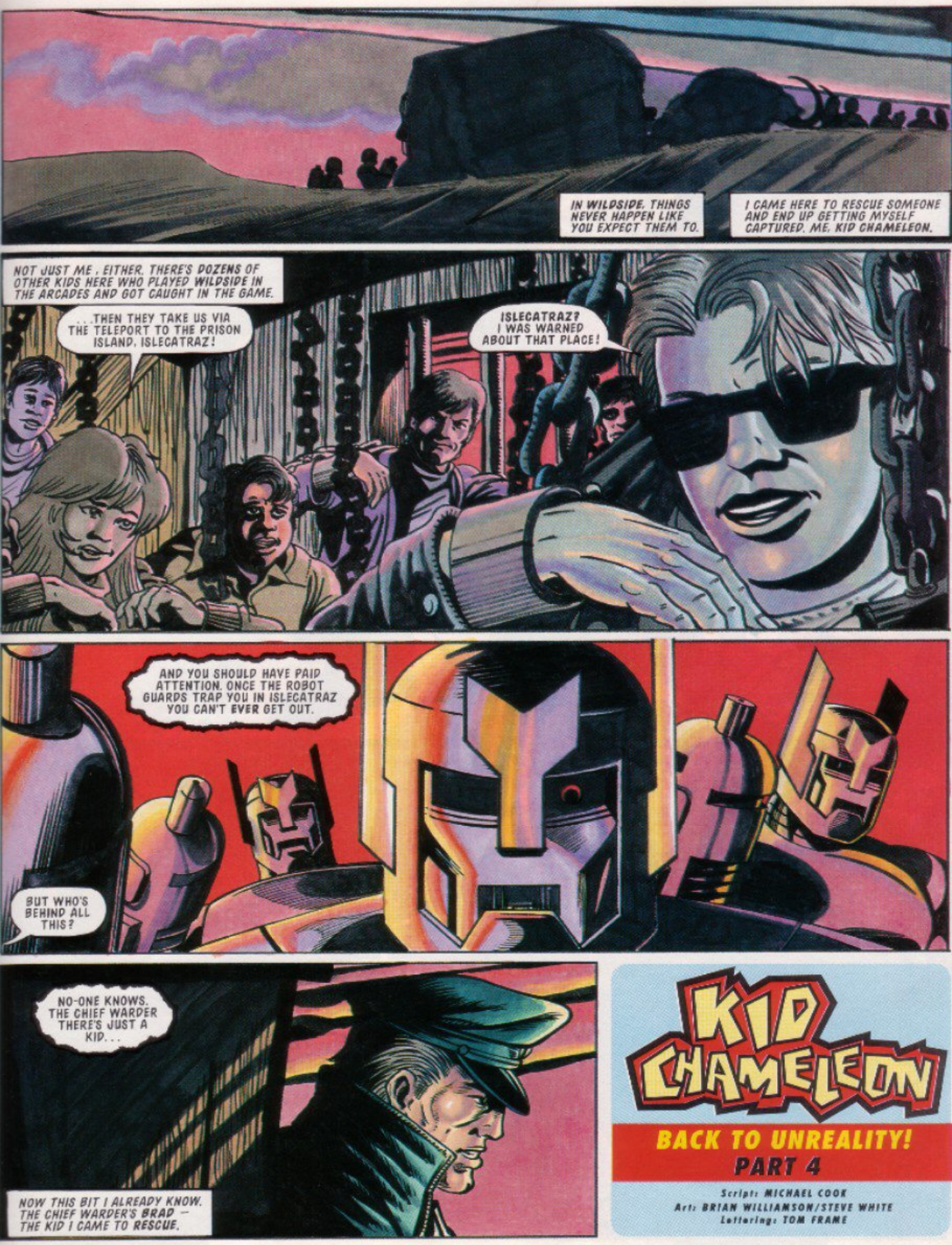
FAST FAX

PUBLISHER: TIME WARNER
PRICE: £44.99

GRAPHICS 86
SOUND 82
PLAYABILITY 92

RAVES: Fast, furious and fun!
GRAVES: Limited multi-player option.

OVERALL 90%


IN WILDSIDE, THINGS NEVER HAPPEN LIKE YOU EXPECT THEM TO.
I CAME HERE TO RESCUE SOMEONE AND END UP GETTING MYSELF CAPTURED. ME, KID CHAMELEON.
NOT JUST ME, EITHER. THERE'S DOZENS OF OTHER KIDS HERE WHO PLAYED WILDSIDE IN THE ARCADES AND GOT CAUGHT IN THE GAME.
...THEN THEY TAKE US VIA THE TELEPORT TO THE PRISON ISLAND, ISLECATRAZ!
ISLECATRAZ? I WAS WARNED ABOUT THAT PLACE!
AND YOU SHOULD HAVE PAID ATTENTION. ONCE THE ROBOT GUARDS TRAP YOU IN ISLECATRAZ YOU CAN'T EVER GET OUT.
BUT WHO'S BEHIND ALL THIS?
NO-ONE KNOWS. THE CHIEF WARDER THERE'S JUST A KID...
NOW THIS BIT I ALREADY KNOW. THE CHIEF WARDER'S BRAD — THE KID I CAME TO RESCUE.

KID CHAMELEON

BACK TO UNREALITY! PART 4

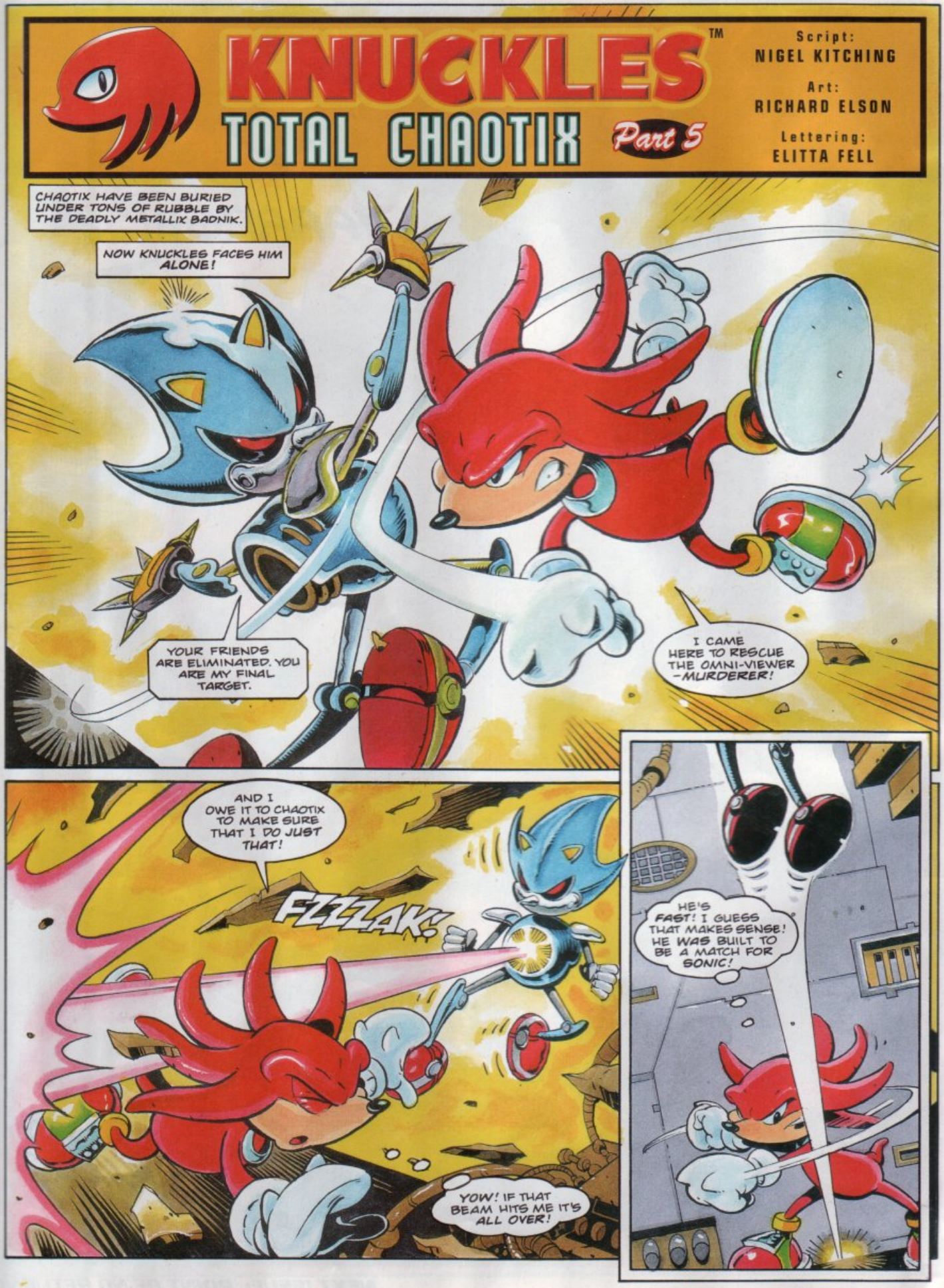
Script: MICHAEL COOK
Art: BRIAN WILLIAMSON/STEVE WHITE
Lettering: TOM FRAME

THOUGH RIGHT NOW, RESCUING HIM'S THE LAST THING ON MY MIND.
WE'VE GOT TO GET OUT OF HERE.
THEY'RE TOO STRONG.
LIKE I SAY, THESE ARE ALL KIDS LIKE ME, BUT WITH ME THERE'S ONE BIG DIFFERENCE.
CHAMELEON!
OK, BUDS, LESSEE WHAT MANIAXE CAN DO!
SHINNKK!
SHHINKK!
NOW, STAY REAL STILL.
THNK!
THNK!
THNK!
WOW!
GEE, THIS IS CREEPY. WHEN I CHANGE BODIES, I GET A SHOT OF NEW PERSONALITY. MANIAXE IS FILLED WITH DARK AND TWISTED THOUGHTS.
WHAT DO WE DO NOW, ER... MANIAXE?
WE WAIT.
I DON'T WANT TO IMAGINE WHAT HE MIGHT DO TO BRAD!
WE'VE STOPPED AT THE TELEPAD. WHEN THEY OPEN THE DOORS, YOU KIDS SCRAMBLE. I'LL CAUSE A... DIVERSION. HEH, HEH, HEH!

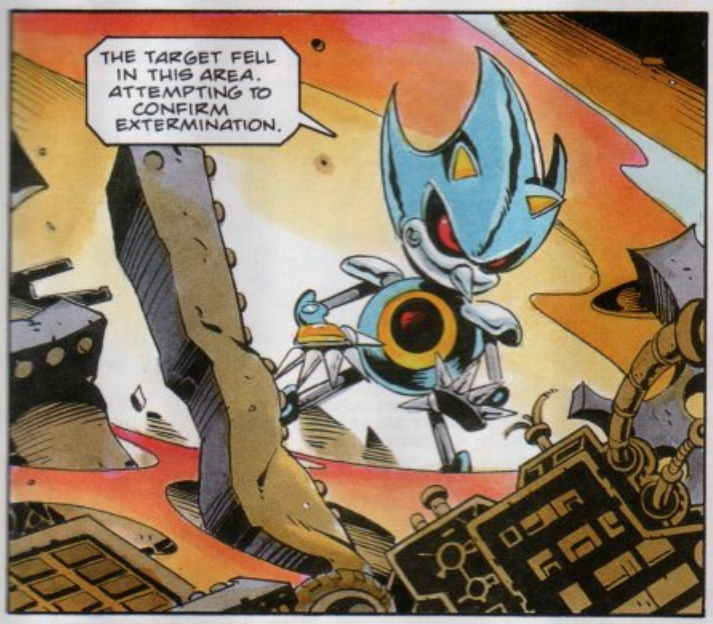
THNK!
THNK!
HUH?
WHAT'S THE PROBLEM BACK THERE?
SHHAAKK!
I'M THE PROBLEM, PRETTY BOY.
WHA.... ? WHO....?
ME? I'M THE MONSTER UNDER THE BED.

SHHNNK!
I'M YOUR WORST NIGHTMARE!
KRANNG!
THIS IS GETTING NASTY. MANIAXE IS CRAZY. HE'S LETTING HIS LOVE OF THE HUNT BLUR HIS JUDGEMENT.
LET ME THROUGH TO THE TELEPAD! SCRAMBLE THE CO-ORDINATES WHEN I'VE GONE!
AS MANIAXE, I'M BECOMING AS BIG A BULLY AS BRAD.
HEH! HEH! YOU CAN RUN BUT YOU CAN'T HIDE.
VWORP!
VWORP!
HEY. CALM DOWN. I ONLY CAME HERE TO GET HIM BACK FOR THE FOOTBALL TEAM.
CHUNNK!
JUST GET A GRIP, MANIAXE. THE ROBOT'S CHANGED THE CO-ORDINATES.
VWORP!
VWORP!
COMIN' STRAIGHT AFTER YOU, PRETTY BOY.
WE COULD END UP ANYWHERE. TRAPPED UNDERWATER, OR IN SOLID ROCK OR...

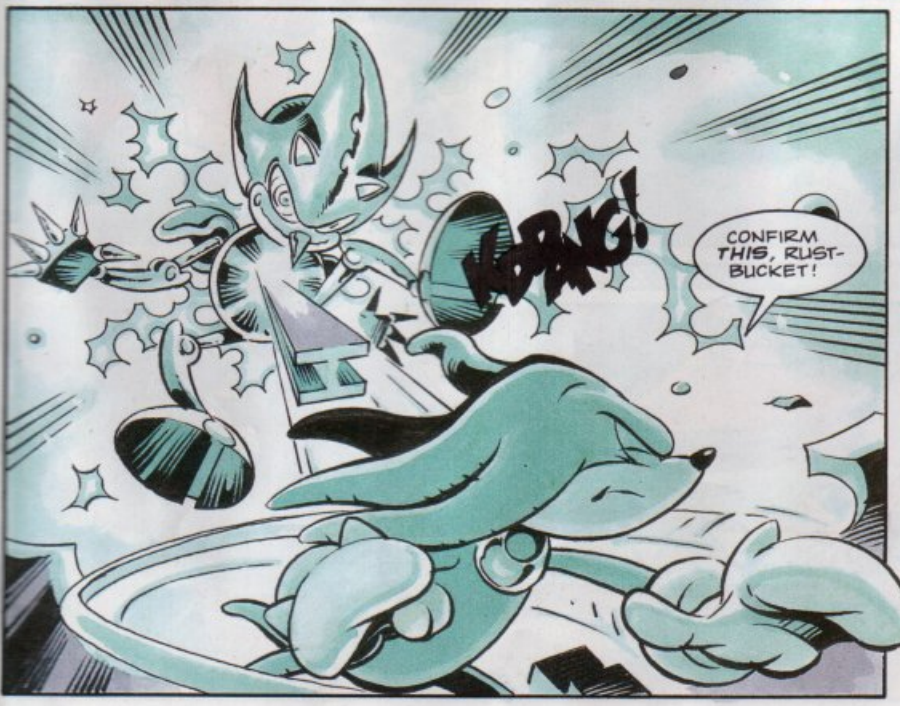
...IN MID-AIR!
HEY! WHAT THE...?
NOT AGAIN!
CHAMELEON!
THAT'S MORE LIKE IT. FEELS LIKE A GUST OF WIND BLOWING MANIAXE'S DARKNESS AWAY. I'VE BECOME...
MIGHTY MASTER OF WIND AND RAIN. THE STORM BRINGER KNOWN AS CYCLONE!
NOW MY MISSION IS CLEAR TO BRING JUSTICE TO THE ONE KNOWN AS BRAD, AND FREEDOM TO THE TRAPPED SOULS OF WILDSIDE!
NEXT ISSUE


KNUCKLES™
TOTAL CHAOTIX
Part 5
Script:
NIGEL KITCHING
Art:
RICHARD ELSON
Lettering:
ELITTA FELL
CHAOTIX HAVE BEEN BURIED UNDER TONS OF RUBBLE BY THE DEADLY METALLIX BADNIK.
NOW KNUCKLES FACES HIM ALONE!
YOUR FRIENDS ARE ELIMINATED. YOU ARE MY FINAL TARGET.
I CAME HERE TO RESCUE THE OMNI-VIEWER -MURDERER!
AND I OWE IT TO CHAOTIX TO MAKE SURE THAT I DO JUST THAT!
FZZLAK!
YOW! IF THAT BEAM HITS ME IT'S ALL OVER!
HE'S FAST! I GUESS THAT MAKES SENSE! HE WAS BUILT TO BE A MATCH FOR SONIC!

YAAAAAA!
SHA-ROOOM!


THE TARGET FELL IN THIS AREA. ATTEMPTING TO CONFIRM EXTERMINATION.

PEEK-A-BOO!


KBANG!
CONFIRM THIS, RUST-BUCKET!

I'VE GOT TO CHECK ON CHAOTIX... THERE'S JUST A CHANCE THAT THEY MAY STILL BE ALIVE!

THAT WAS AMAZING! I CAN'T BELIEVE YOU BEAT A METALLIX!
NACK! WHERE DID YOU GET TO?
OH, NEVER MIND! RIGHT NOW WE'VE GOT TO SEE IF WE CAN DO ANYTHING FOR YOUR TEAM-MATES!
THIS IS WHERE THEY WERE STANDING WHEN METALLIX BROUGHT THE ROOF DOWN!
HEY... DID I SEE SOMETHING MOVE?
NNHHH! WE'RE OUT, GUYS!
GOOD WORK, MIGHTY... YOUR STRENGTH SAVED US ALL! NOW LET'S GO GET METALLIX!
DON'T WORRY ABOUT METALLIX. I TOOK CARE OF HIM!
YOU SURE ABOUT THAT, KNUCKLES?
OH, FLIPPIN' HECK!

YOUR FRIENDS ARE PERSISTING IN THEIR EFFORTS TO RESCUE YOU, OMNI-VIEWER.
THEY CANNOT HOPE TO SUCCEED.
THE CONVERSION PROCESS IS ALMOST COMPLETE. SOON I WILL HAVE ACCESS TO YOUR POWER.
THEN NOTHING WILL BE ABLE TO STOP ME.
THIS WAY! WHILE YOU WERE FIGHTING I FOUND OUT WHERE THE OMNI-VIEWER IS BEING KEPT!
LET'S MOVE. THEY'RE BOUND TO SEND THE OTHER METALLIX NOW WE'VE DAMAGED THAT ONE!
IN HERE... QUICKLY. WE DON'T HAVE MUCH TIME!

WHAT?
NACK, ARE YOU CRAZY? YOU'VE BROUGHT US INTO THE LION'S DEN!
I DON'T THINK NACK'S CRAZY, VECTOR... I THINK HE DID THIS ON PURPOSE!
YOU'VE BEEN A BAAAD BOY, NACK!
HOW MANY OF THESE BLASTED METALLIXES ARE THERE?
HE'S BETRAYED US!
HEY, DON'T WORRY GUYS... I GOT A GOOD PRICE FOR SELLING YOU OUT, RIGHT, EMPEROR?
DO NOT BE CONCERNED, WEASEL, YOU WILL GET WHAT YOU DESERVE.
NEXT ISSUE: NACK'S REWARD!

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

Q&A SPECIAL

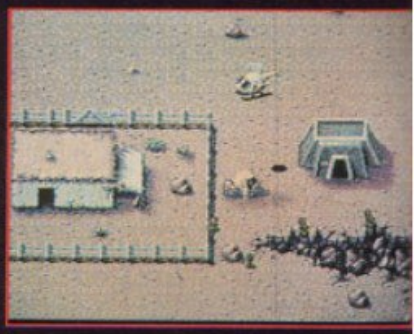
STC's Regular game guru, David Gibbon, dishes up more tips and cheats to help Boomers solve those niggling games on the Sega systems.

CANNON FODDER

MD Mega Drive

Created by the same makers of *Sensible Soccer*, **Cannon Fodder** is the much acclaimed shoot 'em-up which has established Sensible Software as a household name. It's not an easy game and the later levels can be quite difficult to get through. However, fear not, for listed below are the passwords to the first twelve missions!

MISSION	PASSWORD
1	PXJND
2	UZHNC
3	JHHJI
4	OFLJA
5	DWKFG
6	EZMBE
7	JBLBD
8	OBSRH
9	TTEFD
10	UTEFD
11	FRLYA
12	EOBJF



EARTHWORM JIM

MD Mega Drive

Before you say a word, I know the *Q Zone* recently featured the complete solution, including a brilliant screen cheat, to this wriggly adventure game but there is one you've not seen yet; an unlimited ammunition cheat! Fire away!

INFINITE AMMUNITION

Before Jim's ammunition gets too low, press Start to pause the game. Now, press A, B, B, B, C, A, C and C. Press Start to unpause the game and your gun will be fully loaded again!

MICKEY MANIA

MD Mega Drive

ollowing on from our mega complete solution to **Mickey lania** (*STC* 54 and 55), the *Q Zone* has returned to help ll those who have still not managed to get Mickey hrough his latest adventure. So if you've had trouble etting past the later levels, or indeed the first level (!), hen help is at hand with this level select cheat:-

evel Select

o to the Option screen and select Sound Test. Next, set he Music to Continue, FX to Appear and Speech to Think. o down and, while on the exit option, hold down left on our joypad until you hear a chime. Press exit, then Start he game and the cheat will be activated.

MICRO MACHINES

MS Master System

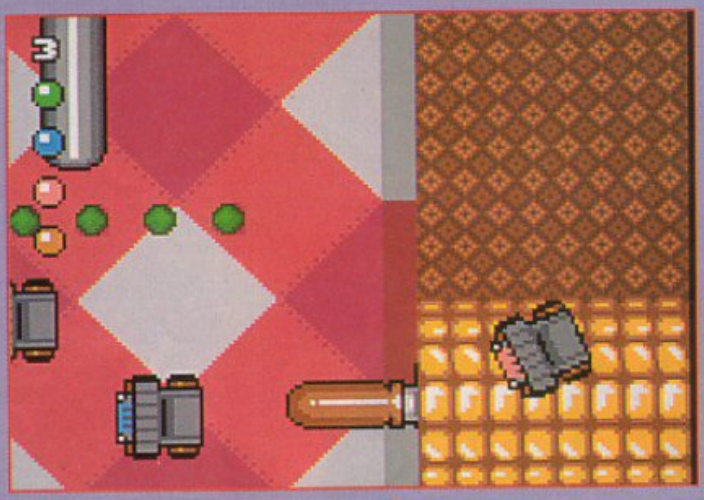
We've had many cheats for this incredible Mega Drive game, but this is the first time the Q Zone has put together some for the Master System. If you're a **Micro Machines** fanatic the tips below will help you race through the game!

1. **Win Every Race** - On the first Breakfast Table track, turn round and do a lap the wrong way round. From then on, you'll automatically win every race even if you don't come first!

2. **Track Select** - On the intro screen press Up, 2, Down, 2, 2, Left, 2, 2 then 2.

3. **Extra Speed** - Just as you're about to win the qualifying race, reverse over the finishing line. This will increase your speed in the subsequent races.

4. **Better Grip** - Press Up, plus buttons 1 and 2 while in



the milk on the first Breakfast Table race. You'll now have improved grip for better cornering.

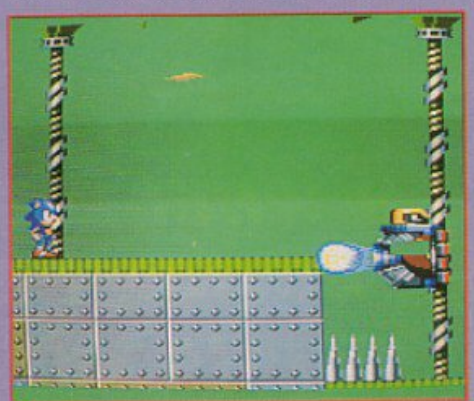
SONIC CHAOS

GG Game Gear

The cool blue one's mega adventure on the Game Gear appeared to compensate sole hand-held users who didn't get to play *Sonic & Knuckles* (MD). Likewise, sole 16-bit owners didn't get to play Sonic Choas and boy, did they miss out on a brill Sonic game2 ! They're also going to miss out on this mega cheat that allows Sonic to launch fireballs. A very heathly actvity for a super-fast hedgegog, I must say!

TURN SONIC INTO A FIRE-BALLING HEDGEHOG!

When you see the message 'Press Start button', press Down, Down, Up, Up, Left, Right, Left, Right, 1, 2 and Start. You should now see a Sound Test option. Select this and press Down, Down/Right, Right and finally press button 1. Start the game as normal, and Bob's your uncle!



THE EAST TOWER OF CASTLE ZEBULAN.
SPARKSTER HAS FOUND THE SOURCE OF THE ENCHANTMENT WHICH HOLDS ALL THE PEOPLE OF ELHORN IN KING GEDOL'S POWER...
KONAMI
SPARKSTER™
Script: NIGEL KITCHING Art: KEITH PAGE Lettering: STEVE POTTER
LAST OF THE ROCKET KNIGHTS! Part 5
AGGGH! EVEN MY ARMOUR CANNOT PROTECT ME FROM THE GEMSTONE'S EVIL EFFECT!
MEANWHILE, IN THE CATHEDRAL OF ZEBULOS, KING GEDOL'S WEDDING TO PRINCESS SHELLY CONTINUES...
BUT MOTHER, YOU PROMISED!
WELL I'VE CHANGED MY MIND, I DON'T WANT HER TO HAVE IT! SHE'S TOO SKINNY, NOT A BIT OF MEAT ON HER!
BUT... OH WHAT'S THE USE?
WHA--?
EXCUSE ME ARCHBISHOP, BUT I NEED A RING...
THIS ONE WILL HAVE TO DO.

NOW, LET'S GET ON WITH IT SHALL WE?
MEANWHILE...
I ONLY NEED... ONE CHANCE...
WHAT? THE REFLECTIONS... WHAT'S HAPPENING TO THEM?
WE'RE YOUR MOST DEADLY FOES, SPARKSTER!
BECAUSE WE'RE YOU!
YOUR DARK SIDE!

GIVE UP, SPARKSTER!
NEVER!
YOU CAN'T WIN!
SHUT UP!
WE ARE YOUR WORST NIGHTMARE, ROCKET KNIGHT!

YOU CAN'T HOPE TO DEFEAT US SPARKSTER!
YES, I... I'M BEGINNING TO THINK YOU'RE RIGHT!
BECAUSE I DON'T THINK YOU CREEPS ARE THERE AT ALL! I THINK YOU ONLY EXIST IN MY MIND!
AND I KNOW JUST...
...WHAT PUT YOU...
...THERE!
THIS IS IT GEDOL! YOUR SPELL OVER THE PEOPLE OF ELHORN IS BROKEN!
SKREEEEEEETCH!

IF ANYONE HERE HAS ANY REASON TO HALT THESE PROCEEDINGS LET HIM SPEAK NOW...
GET ON WITH IT, NOBODY'S GOING TO...
I... I OPPOSE THIS WEDDING!
WHAT?
NEVER MIND HIM... CARRY ON!
I WANT TO OPPOSE TOO!
ME TOO!
AND ME!
THIS WEDDING MUST BE STOPPED!
AW, SHE WAS TOO SKINNY ANYWAY!
IT'S OVER GEDOL! YOUR ATTEMPT TO RULE ELHORN HAS FAILED!
THIS IS THE END FOR YOU, YOU MONSTER!
NEXT ISSUE: THE HOSTAGE!

SPEEDLINES

Sound off to Megadroid about anything you want to do with *STC*, Sega or the meaning of life as we know it!

Send your letters (or drawings) to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Include your name, address and Sega system you use (MD, MCD, MS or GG) clearly on the back of your work. Megadroid regrets that drawings cannot be returned or correspondence entered into.

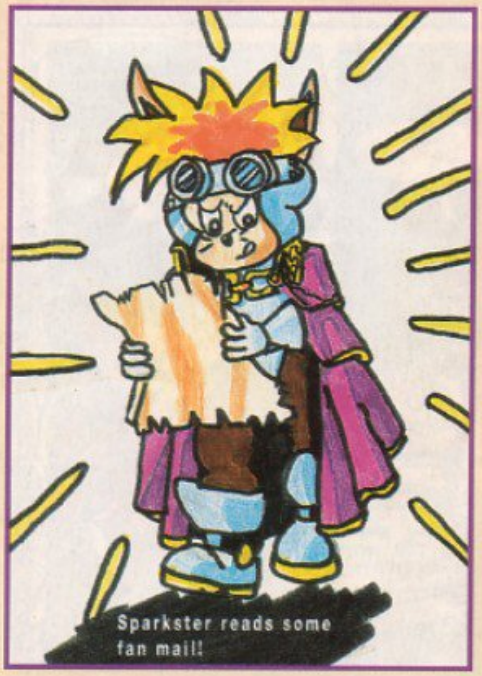
Radioheads!

Dear *STC*,

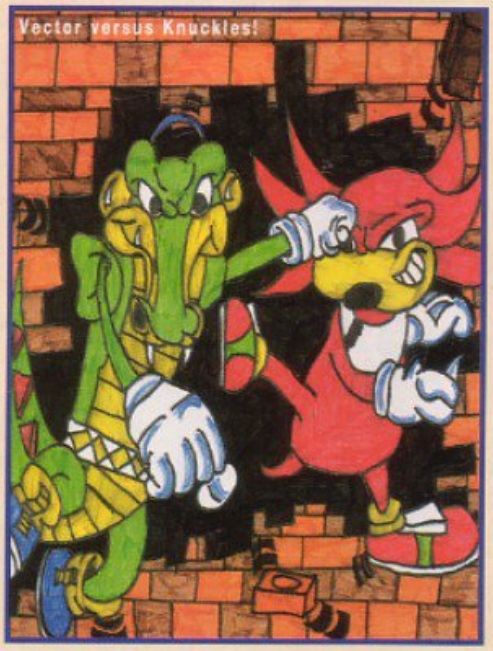
My friend and I are budding DJ's and have set up a radio station in my bedroom called Sonic & Tails FM. We play theme tunes to Sonic games as well as giving a run down o the video game charts.

Andrew Goy, Retford, Notts.
MCD owner.
Sonic Stationery Winner.

Sonic-tastic, mate!



↑ **Helen Dickson, Cambridge.**
Sonic Stationery Winner.



↑ **Mark Walker, Mansfield, Nottinghamshire.**
GG & MD owner.
Sonic Stationery Winner.

Docters Orders!

Dear Megadroid,

Your comic is suffering from a serious illness called CLOSATS; 'Chronic Lack Of Sonic And Tails Stories'. The perfect remedy would be if *STC* concentrated less on a certain feisty red-head, and increased the dose, particularly, of Tails.

Doctor E. Hands, Everton,
Nr Sandy, Beds.
Sonic Stationery Winner.

Does this mean you're not interested in the forth-coming Knuckles and Tails series, Doc? Stay tuned!

Haven't a Q

Dear *STC*,

Your Q Zone Specials are okay for those *STC* readers who have the video games, but are totally useless for those who haven't!

Kyle Senior, Skegness, Lincs.
MD/MS owner.
Sonic Stationery Winner.

Point taken, Kyle. So are you suggesting that we send David Gibbon to the home for retired Game Gurus?

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, ask for **Helen Waller** on **0171 344 6400.**

Win a Prize!

It's true! Every letter and drawing printed on this page wins a prize! One of these **Highgrove Stationery** sets comprising of a Segasational **Sonic Organiser and Tin** (with three pencils) can be yours! Boomers will find this an essential accessory to organising those important events in life.

The **Highgrove Stationery** set is just part of a range of megaticious **Sonic** products available from most retail stationers.

IT'S THE NEW LOOK ...

- SONIC!
- KNUCKLES!
- SPARKSTER!
- KID CHAMELEON!

PLUS
FIFA '95 Q ZONE!
STC E-MAIL!
MEGADROID 2!

STC 58
ON SALE SATURDAY, 5 AUGUST 1995
NEW PRICE £1.20

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....

SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

HOW DO YOU RATE ISSUE 57 OF STC?

☐ %